

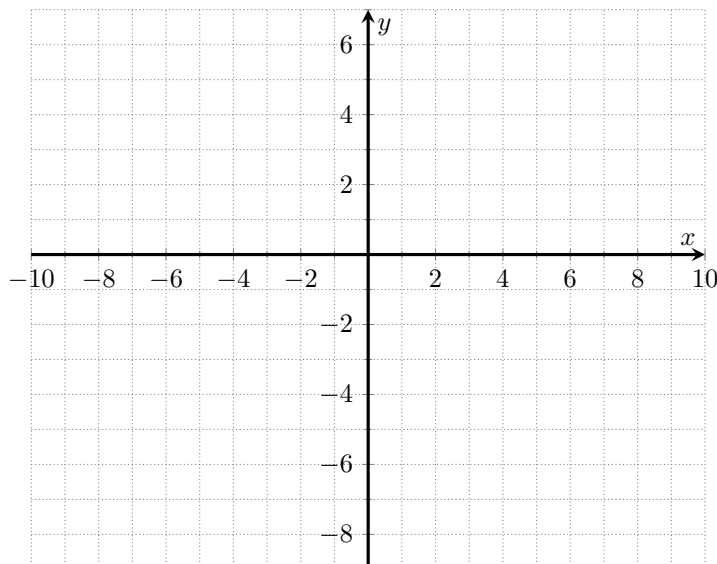
Рисование по координатам

Медведь

(4; -4), (4; -6), (8.5; -7.5), (9; -7), (9; -6), (9.5; -5), (9.5; -3.5), (10; -3), (9.5; -2.5), (4; 5), (3; 6), (2; 6), (0; 5), (-3; 5), (-7; 3), (-9; -1), (-8; -5), (-8; -7), (-4.5; -8), (-4.5; -7), (-5; -6.5), (-5; -6), (-4.5; -5), (-4; -5), (-4; -7), (-1; -7), (-1; -6), (-2; -6), (-1; -4), (1; -8), (3; -8), (3; -7), (2; -7), (2; -6), (3; -5), (3; -6), (5; -7), (7; -7).

Ухо: (6; -4), (6; -3), (7; -2.5), (7.5; -3),

Глаз: (8; -6)



Лебедь

(6; -3), (6; -1), (5; 3), (3; 5), (0; 10), (0; 11), (1; 12), (3; 12), (5; 10), (5; 8), (5.5; 7.5), (7; 7), (9; 7), (7.5; 8.5), (8; 9), (7.5; 7), (7; 11), (5; 13), (3; 14), (0; 14), (-2; 12), (-2; 10), (3; 0), (2; 0), (0; 3), (0; 5), (-3; 10), (-11; 16), (-11; 14), (-12; 14), (-11; 13), (-12; 13), (-12; 12), (-11; 11), (-12; 11), (-12; 10), (-8; 5), (-9; 4), (-10; 2), (-8; 1), (-10; 1), (-11; -1), (-7; -6), (0; -8), (4; -7), (8; -5), (9; 0), (12; 4), (12; 7), (16; 15), (15; 15), (14; 14), (13; 15), (12; 14), (11; 14), (10; 13), (9; 13), (7; 11).

Соединить отрезком точки: (3; 5) и (5; 8),

Клюв: (7; 7), (8; 6), (9.5; 6), (9.5; 6.5), (9; 7).

Глаз: (7; 9).

